YEAR GROUP END POINT EXPECTATIONS FOR COMPUTING

R	Navigate a mouse and use a keyboard Positives and negatives of the Internet How computers help us Use technology for a particular purpose Information can be retrieved from a computer Recnognise that a range of technologies can be used in places such as home and schools Explore how different colours can be used and for different purposes Know how to operate simple equipment
1	Keep personal information private. Develop mouse and keyboard skills such as left/right click, drag and drop. Add, resize and organise colour or picture backgrounds. Change the colour of individual pixels to recreate detailed artwork. Understand how data can be displayed in various ways. Understand sequence and algorithms.
2	People are not always who they say they are online. Use capslock and spacebar. Understand computers store and follow instructions. Add a book cover with a title, author, colour, images and voice recordings. Use lines and fill tools to make patterns; add a variety of shapes and label with text. Understand what data is and collect as a tally. Create and debug simple programs.
3	Understand what to do if something upsets you online. Learn fdsajkl; g h e I r u Copy and paste text and images and format text. Add narration to books using text and speech bubbles. Use copy/paste and rotation to create pattern effects; create animated GIF computer graphics. Ask questions to classify objects. Design, write and debug programs.
4	Understand why we should not always trust what we read online and how to check. Learn v m b n c x, capital letters, ' \ Use search technologies to find specific pieces of information and understand features of an Internet Browser. Add and position images from camera/ Internet, add audio and hyperlink to text/images. Add 3D shapes and recreate different types of building from 3D shapes. Change appearance of cells in a spreadsheet, add and align text. Use sequence, selection and repetition in programs.
5	Understand how and where we can report concerns if we have to. Using the finger reach method for the full alphabet, using the Enter key and learn remaining letters. Understand what email is, how to use it safely and how to collaborate online. Add audio, including hiding it behind an object; add hyperlinks for navigation. Adjust slide size to mimic phone/tablet; duplicate slides and create hyperlinks to create navigation. Select and use non-adjacent cells plus resize widths and copy/paste cells. Program list variables that chooses randomly.
6	Use suitable usernames and passwords for online accounts. Practice typing common English words, learn capitalisation, punctuation and short paragraphs. Understand how computers use information to learn by solving new problems and following new instructions. Organise sections of webpages and include hyperlinks, buttons and files. Add and customise gradient effects; accurate rotate shapes. Select and use data attributes and values to work out answers to questions. Program inputs, conditions, random variables for unpredictability and game timers.